Model # 42-1004

Easy Assembly Instructions & Rules

solar blast™

Thank you for purchasing the GLD Products electronic dart game. Its computerized scoring system, the e-BOARD Computer, makes game playing easy and enjoyable. With 25 games and 127 options to choose from, beginners and more advanced players will find challenging games to suit them.

Features also include:

- 16 player electronic dart game
- 4 team capability
- Handicap options
- Automatic player change of manual modes
- 18" tournament spider
- CPU player with 4 skill levels

Warning to Parents:

Please read instructions carefully. Not for use by children without adult supervision.

Viper™

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Any battery charger/transformer to be used with the board should be regularly examined for potential hazards, such as damage to the cable or cord, plug, enclosure or other parts. In the event of such damage, the board must not be used until the damage has been properly repaired.

Important Notes

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a "frozen" board. If this occurs, the built-in ***Self Diagnostic Function*** of the e-BOARD Computer will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will flash on the display together with the number for the "frozen" segment. Take the following steps immediately when the error message appears.

a) Find the "frozen" segment according to the display.

b) Press firmly down on the "frozen" segment until it breaks free and the loose fit is restored. Once the "frozen" segments are loosened, the error message should be gone and the board will continue to operate normally.

2. This game is designed for use with $^{3}/_{4}$" length soft-tip darts only! Never use metal tipped darts or longer soft-tip darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD Computer and electronic operation of the dartboard.

3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and rethrow to properly record your score.

4. Use only the provided AC adapter. **Using the wrong adapter may cause electrical shock and damage to the unit**.

5. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.

6. Do not spill liquids on the dartboard. Disconnect before cleaning. Do not spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and a damp cloth for more vigorous cleaning.

Mounting (Physical Installation)

The dartboard should be hung on a wall stud, with the center of the bull's-eye 68" (173 cm) above the floor. Regulation throwing distance for soft-tip darts is 8', so be sure there are about 10 feet of open floor space in front of the board.

Place two marks side-by-side on the selected wall stud 75 $^{5}/_{8}$" (192 cm) above the floor, with 5 $^{1}/_{2}$" (40.64 cm) between them. Screw two screws into the reference marks until the screw heads are protruding about $^{1}/_{2}$" from the wall.

Line up the slotted mounting holes on the back of the game with the screw heads then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bull's-eye should be 68" (173 cm) above the floor.

Please see page 3.

Power Installation

The dartboard is designed to be powered by an AC to 9V DC, 800 milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect by adapter, plug the DC plug into the DC power jack and the AC plug into an electrical outlet.

Use of Transformer:

1. The board is not intended for children under the age of 3 years old.

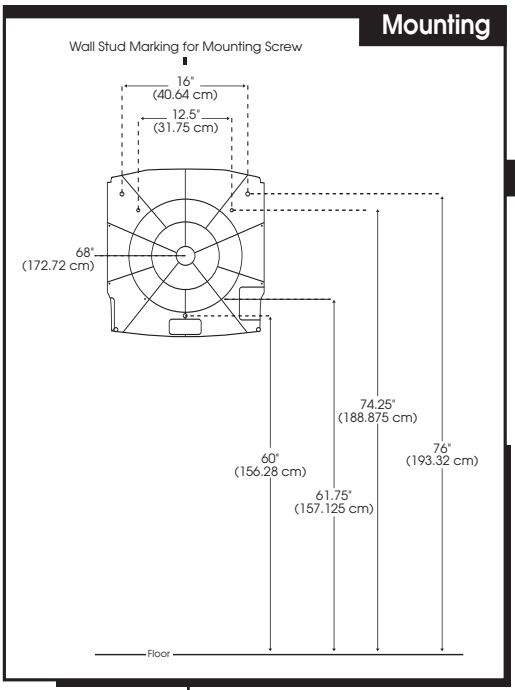
2. The board must only be used with the recommended transformer.

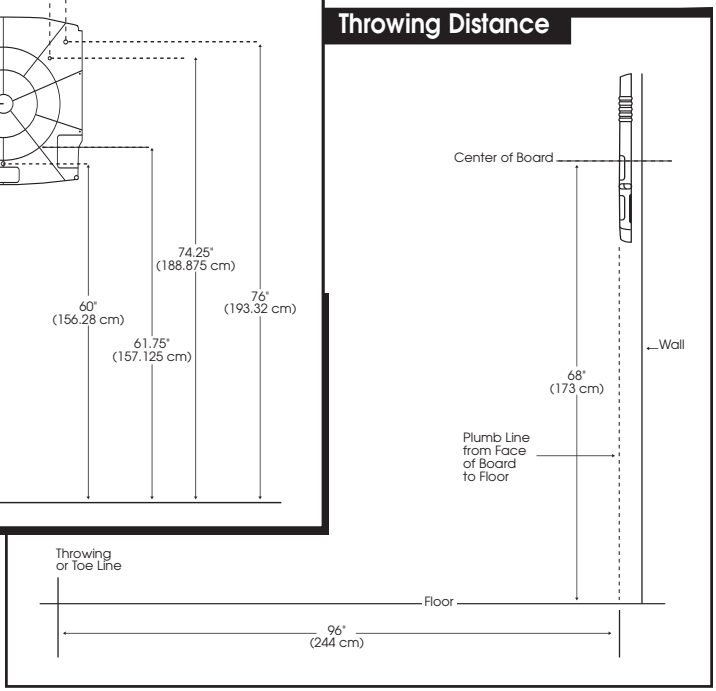
3. The transformer is not a toy.

4. Disconnect from transformer before cleaning.

Protective Film

This electronic dartboard has a clear protective film over the entire display area and button area to prevent scratching during shipping. Remove this film for easier reading of the display. To remove, simply lift edge, peel off and discard.





solar blast™ Game Menu

Game	Description	Options	Players
G01	Count-Up	9	1-16
G02	301 Count-Down	6	1-16
G03	301 League	6	4-16
G04	Round-the-Clock	12	1-16
G05	Simple Cricket	3	1-1
G06	Standard Cricket	3	1-1
G07	Cut Throat Cricket	3	1-16
G08	Scram Cricket	1	2
G09	Shove A Penny	1	2-16
G10	Hi-Score	10	1-16
G11	Shoot Out	10	1-16
G12	Shanghai	12	1-16
G13	Double Down	1	1-16
G14	Forty One	1	1-16
G15	All Fives	5	2-4
G16	Killer	11	2-16
G17	Big Six	5	2-16
G18	Over	3	2-16
G19	Under	3	2-16
G20	Football	1	1-16
G21	Bowling	6	1-16
G22	Golf	10	1-16
G23	Baseball	3	1-16
G24	Car Racing (1)	1	1-16
G25	Car Racing (2)	1	1-16
Total		**127**	

Operation Manual

1. Plug the DC plug into the dartboard and the A plug into a110/120V electrical outlet.

2. Press the POWER switch to the "ON" position at the right side of the board.

3. With the power on, the dartboard shows a greeting message, "WELCOME TO GLD PRODUCTS E-DARTS" and plays a welcoming fanfare.

4. Press the GAME button to scroll through the game menu. When you have found the desired game, press the PLAYER button to select the number of players. The selection will be displayed at Player 3's score display. The maximum number of players is limited to 16. For more than 4 players, the players have to share the player's score display and cricket display with other players as indicated on the panel board and announced by the computer. During the game, players can page all players' scores by pressing this button.

5. Press the OPTION button to select the designed options/difficulties of the game for all players. Selection will be displayed at Player 2's score display.

6. If team play is desired, press the TEAM button to select the number of teams the players want to divide into. Selection will be displayed at the Scrolling Text display. The combination of the teams are as follows:

# of Players on Team	# of Teams	Team 1	Team 2	Team 3	Team 4
3	2	P1, P3	P2	——	——
	3	P1	P2	P3	——
4	2	P1, P3	P2, P4	——	——
	3	P1, P4	P2	P3	——
	4	P1	P2	P3	P4
5	2	P1, P3, P5	P2, P4	——	——
	3	P1, P4	P2, P5	P3	——
	4	P1, P5	P2	P3	P4
6	2	P1, P3, P5	P2, P4, P6	——	——
	3	P1, P4	P2, P5	P3, P6	——
	4	P1, P5	P2, P6	P3	P4
7	2	P1, P3, P5, P7	P2, P4, P6	——	——
	3	P1, P4, P7	P2, P5	P3, P6	——
	4	P1, P5	P2, P6	P3, P7	P4
8	2	P1, P3, P5, P7	P2, P4, P6, P8	——	——
	3	P1, P4, P7	P2, P5, P8	P3, P6	——
	4	P1, P5	P2, P6	P3, P7	P4, P8
9	2	P1, P3, P5, P7, P9	P2, P4, P6, P8	——	——
	3	P1, P4, P7	P2, P5, P8	P3, P6, P9	——
	4	P1, P5, P9	P2, P6	P3, P7	P4, P8
10	2	P1, P3, P5, P7, P9	P2, P4, P6, P8, P10	——	——
	3	P1, P4, P7, P10	P2, P5, P8	P3, P6, P9	——
	4	P1, P5, P9	P2, P6, P10	P3, P7	P4, P8

6. Combination of Teams continued.

# of Players on Team	# of Teams	Team 1	Team 2	Team 3	Team 4
11	2	P1, P3, P5, P7 P9, P11	P2, P4, P6, P8 P10	——	——
	3	P1, P4, P7, P10	P2, P5, P8, P11	P3, P6, P9	
	4	P1, P5, P9	P2, P6, P10	P3, P7, P11	P4, P8
12	2	P1, P3, P5, P7 P9, P11	P2, P4, P6, P8 P10, P12	——	——
	3	P1, P4, P7, P10	P2, P5, P8, P11	P3, P6, P9, P12	
	4	P1, P5, P9	P2, P6, P10	P3, P7, P11	P4, P8, P12
13	2	P1, P3, P5, P7 P9, P11, P13	P2, P4, P6, P8 P10, P12	——	——
	3	P1, P4, P7 P10, P13	P2, P5, P8, P11	P3, P6, P9, P12	——
	4	P1, P5, P9, P13	P2, P6, P10	P3, P7, P11	P4, P8, P12
14	2	P1, P3, P5, P7 P9, P11, P13	P2, P4, P6, P8 P10, P12, P14	——	——
	3	P1, P4, P7, P10 P13	P2, P5, P8, P11 P14	P3, P6, P9, P12	——
	4	P1, P5, P9, P13	P2, P6, P10, P14	P3, P7, P11	P4, P8, P12
15	2	P1, P3, P5, P7, P9, P11, P13, P15	P2, P4, P6, P8, P10, P12, P14	——	——
	3	P1, P4, P7, P10, P13	P2, P5, P8, P11 P14	P3, P6, P9, P12, P15	——
	4	P1, P5, P9, P13	P2, P6, P10, P14	P3, P7, P11, P15	P4, P8, P12
16	2	P1, P3, P5, P7, P9, P11, P13, P15	P2, P4, P6, P8, P10, P12, P14, P16	——	——
	3	P1, P4, P7, P10, P13, P16	P2, P5, P8, P11, P14	P3, P6, P9, P12, P15	——
	4	P1, P5, P9, P13	P2, P6 P10, P14	P3, P7, P11, P15	P4, P8, P12, P16

7. The selection of games, options and players will be scrolled and displayed in full detail at the Scrolling Text Display to enable players to check their selection.

8. Press START/NEXT button to start a game and 1st to 4th players' options will be displayed at their respective score displays. Players can page to check all players' options by pressing the PLAYER button.

9. For 301 Count Down game, players can also press the DOUBLE button to select Double In/Double Out options before starting. Double LED's will be displayed to show the various alternatives of these selections.

- "DOUBLE IN" Lighted ..... Double In/Single Out
- "DOUBLE OUT" Lighted ..... Single In/Double Out
- Both "DOUBLE IN/DOUBLE OUT" Lighted..... Double In/Double Out
- Both "DOUBLE IN/DOUBLE OUT" Off..... Single In/Single Out

10. If a dart thrown at the board scores, but does not stick in the board, press the BOUNCE button to flash that particular score which will be displayed at the Scrolling Text Display, then eliminate this score by pressing the ELIMINATE button. After throwing three darts and if all of them hit the scoring segments, the dartboard will announce "Next Player" and any pressure on the segments will not activate the computer. The player is required to take out all darts and press the START/NEXT button for the next player to continue the game. Also this dart game is equipped with automatic player change mode and it will automatically change to the next player a few seconds after a throw if the START/NEXT button is not pressed.

11. The Solar Blast is equipped with e-BOARD E-CHALLENGER playing feature. Players can select E-CHALLENGER to play in the game by pressing the CPU button. Four levels of E-CHALLENGER can be selected:

- CPU HI ..... Professional Level
- CPU MED ..... Intermediate Level
- CPU LOW ..... Beginner Level
- CPU OFF ..... CPU Option Off

12. When a player finishes the game first, the game will announce "winner" for the celebration and applause will be heard.

13. During a game, you can press the BACK button to select Auto Player Change Mode or Manual Change Mode for the next player's turn. For auto mode, the light for auto player will be lit. After 3 throws, the dartboard changes to the next player automatically in 10 seconds. For manual mode, the players need to press the START/NEXT button.

14. Sound effect option – you can choose to play with or without electronic sound effects by pressing the SOUND button. Three levels can be chosen:

- Sound HI
- Sound LOW
- Sound OFF

15. During the selection of games, players, options, etc., players can press the BACK button to reverse the procedures.

16. To turn off the main power, press the POWER SWITCH to the OFF position.

solar blast™ Game Descriptions & Rules

G01 Count-Up (with options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

Score will be accumulated for each dart. The first player to reach or go over the set points will be the winner.

Option	100	200	300	400	500	600	700	800	900
Set Points	100	200	300	400	500	600	700	800	900

G02 301 Count-Down (with options of 301, 501, 601, 701, 801, 901)

The starting score for each player is 301 (or 501/601/701/801/901) as selected before starting the game. The score will be deducted for each dart that scores. The first player who reaches exactly zero (0) wins. The games can have various IN/OUT options by pressing the DOUBLE button and will be displayed by the DOUBLE LED's.

For SINGLE IN or SINGLE OUT options, the game can be started or ended by throwing at any segment, regardless if single, double or triple. For DOUBLE IN/DOUBLE OUT options, the beginning and ending throws will only be accepted respectively by hitting the double zone or the double bull's-eye.

If DOUBLE OUT has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below the e-BOARD Computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed on the player's score display.

G03 301 League (with options of 301, 501, 601, 701, 801, 901)

This game is played by 2 leagues who compete with each other. Each league has 2 members. Similar to 301 Count Down, the team will win when a player's score reaches exactly zero (0), with one more requirement: his teammates score must be lower than or equal to the sum of the score of the opposing team. Otherwise the score of the player returns to the beginning of the turn. That team cannot win at that time.

G04 Round-the-Clock (with options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, straight, double or triple depending on the level of difficulty selected. The first player to reach the last score will be the winner. Should the wrong number be hit in the round, that player's turn is over. Players start their next turn with the correct number in the sequence. The e-BOARD Computer will display the number the player must hit.

SINGLE				
Option	105	110	115	120
Last Number	5	10	15	20
DOUBLE				
Option	205	210	215	220
Last Number	5	10	15	20
TRIPLE				
Option	305	310	315	320
Last Number	5	10	15	20

G05 Simple Cricket (with options of 000, 020, 025)

Following the standard rules, in Simple Cricket only the numbers 15-20 and bull's-eye are used. The first player to hit 3 times and "open" the 7 segments is the winner. All valid hits will be confirmed and displayed by the Cricket Display.

Cricket Status	One Time	Two Times	Open	Close
Sign				

000 Hit and open numbers 15-20 and bull's-eye in any order.

020 Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bull's-eye.

025 Hit and open bull's-eye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Note: (1) A single segment counts as 1 time the segment's score, a double segment counts as 2 times the segment's score, a triple segment counts as 3 times the segment's score.

(2) A segment will be closed if already hit more than 3 times.

G06 Standard Cricket (with options of C00, C20, C25)

Similar to Simple Cricket, players must first hit the numbers 15-20 and bull's-eye 3 times. Double and Triple count as 2 or 3 "hits" respectively.

For games C00, C20 and C25, rules are similar to 000, 020 and 025 of Simple Cricket except more complicated scoring and winning procedures as follows:

When a number has been hit 3 times by a player, it is then"open" to that player and any further hits will score points as thrown.

Once a number has been hit 3 times by all the players, that number is then"closed" and can no longer be scored upon by any player. At that time the closing indicator LED of that number will light up.

A player who has "opened" a number can continue to score on that number until it becomes "closed."

A player wins the game when he first "closes" all the numbers and has equal or greater scores than the other players. However, if players are tied on points, or have no points, the first player to "close" all numbers wins.

If a player has "closed" all numbers first, but is behind on points, scoring continues on "open" numbers. If that player has not accumulated the highest point total by the time another player "closes," the player with the most points will be the winner.

C00 Hit and open numbers 15-20 and bull's-eye in any order.

C20 Hit and open number 20 first, then in order open numbers 19, 18, 17, 16, 15 and bull's-eye.

C25 Hit and open bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 and 20.

G07 Cut Throat Cricket (with options of 00C, 20C, 25C)

Same basic rules as Standard Cricket EXCEPT the points are added to your opponent's total once scoring begins. The player who first closes all segments with the lowest score wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

00C Hit and open the numbers 15-20 and bull's-eye in any order.

20C Hit and open number 20 first, then in order open numbers 19, 18, 17, 16, 15 and bull's-eye.

25C Hit and open bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 and 20.

G08 Scram Cricket

This game is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bull's-eye while player 2 attempts to get as many scores as he can by scoring the open segments. Round 1 will be finished when all segments have been closed. For round 2, the reverse is done. The player with the most scores is the winner.

G09 Shove A Penny

The original game played in England used a halfpenny. The Cockney slang shortened this to ha'penny and thus the game was known as Shove Ha'Penny.

This game is the same as Cricket in that the segments 15 through 20 and the bull's-eye are used. All players must hit the numbers in order with the objective to score 3 points in each segment before moving on to the next segment. Singles are 1 point, doubles are 2 and triples are 3. However, should a player score more than 3 points in any one number the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner.

G10 Hi Score (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. A player must rack up the most points in 3, 4, 5...or 12 rounds (each round is 3 darts) to win. Doubles and triples count as 2 times and 3 times that segment's score respectively. The player with the highest score wins.

Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
No. of Rounds	3	4	5	6	7	8	9	10	11	12

G11 Shoot Out (with options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The e-BOARD Computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13...20 marks, depending on the level of difficulty, is the winner. If a player does not hit the e-BOARD within 10 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically change to another random number for the player to hit.

Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Marks	11	12	13	14	15	16	17	18	19	20

G12 Shanghai (with options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player must hit numbers 1 through 20 and the bull's-eye. Throw 3 darts for each number and the player who gets the most points wins. There are 3 levels of difficulty. Players can score on any segment (single times 1, double times 2, triple times 3) for L level. Only double and triple will count for H level.

Players can also select super Shanghai (P level) as a complimentary option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will announce the chosen double or triple and display that number at the LED Text Display.

For
- L01, H01 and P01 the game starts from segment 1.
- L05, H05 and P05 the game starts from segment 5.
- L10, H10 and P10 the game starts from segment 10.
- L15, H15 and P15 the game starts from segment 15.

G13 Double Down

This game starts with a base score of 60 points for each player. The player must score by hitting the activated segments as selected by the e-BOARD Computer for the current round. For instance, in the first round the player must hit the 15 segment. If no 15's are hit, the player's score will be cut in half. The next round is 16 and so on. For the D and T, the player must hit any double or triple. If the doubles and triples are not hit, the same rule applies. Play goes in this order: 15, 16, Double, 17, 18, Triple, 19, 20 and bull's-eye. The player with the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9
Target No.	15	16	Double	17	18	Triple	19	20	Bull's-eye

G14 Forty One

This game is the same as Double Down except the sequence is reversed from 20 to 15, 41 and bull's-eye. An additional round of 41 points is included before the bull's-eye, and a player must get through this challenge before turning to the last round. Play would then go 20, 19, Double, 18, 17, Triple, 16, 15, "41" and bull's-eye.

Round	1	2	3	4	5	6	7	8	9	10
Target No.	20	19	Double	18	17	Triple	16	15	41	Bull's-eye

G15 All Fives (with options of 551, 561, 571, 581, 591)

2-4 players may play this game. During each round, each player's total score must be divisible by 5. Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3. There will be no points if the round of 3 darts' total score is not divisible by 5 or any darts miss, even though the sum of the other 2 darts score is divisible by 5. The first player to score 51, 61, 71, 81 or 91 will be the winner.

Option	551	561	571	581	591
Total Points	51	61	71	81	91

G16 Killer (with options of -7, -8, -9, -10, -11, -12, -13, =3, =5, =7, =9)

To start this game, players throw a dart at the board to select their number. The Scrolling Screen display will show "CHOOSE A NUMBER" and the number selected will be used for the player throughout the game. No two players can select the same number in one game.

To become a "Killer," the player must hit the double in their number. A "Killer" can then kill other players by hitting the segments of their numbers until all "Lives" are killed. The last player with "Lives" will be the winner.

There are 11 options/difficulties for player's to select. -7 to -13 represents 7 to 13 "Lives" which can be killed by hitting their segment numbers single, double or triple. For more advanced players, select =3, =5, =7 and =9, which require players to kill their opponents by hitting doubles in those segment numbers. The number of "Lives" remaining will be displayed at the player's score display.

G17 Big Six (with options of 3, 4, 5, 6, 7)

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

The game begins with the single 6 segment. Player 1 must hit a 6 to "save" his "Life." If the current target is hit with 2 darts, the Scrolling Screen displays "SELECT NO." Then the next dart will determine the target for the next player. However, he would lose a chance to determine the target for the next player as he hits his target by the 3rd dart. Therefore, player 2 will hit the same target for his turn. If player 1 fails to hit the target within 3 darts, he will lose a "Life." Player 2 will shoot for the single that player 1 missed. Singles, doubles and triples are all separate targets for this game.

The object of this game is to force your opponent into losing "Lives" by selecting tough targets for them to hit such as the bull's-eye or triple 20. The last remaining player with a Life is the winner.

Option	3	4	5	6	7
No. of Lives	3	4	5	6	7

G18 Over (with options of 0-7, 0-8, 0-9)

The players take turns to throw 3 darts, the highest score among the players is the "leader's score."

A player's score will become a new "leader's score" if his score in the new turn is higher than the previous "leader's score." If not, he will lose one life.

If a leader does not want to challenge and keep his "leader's score," he can press the Start button and skip his turn.

Players can select either 7, 8, or 9 "Lives" according to their skill. The last player alive wins the game.

Cricket Display displays how many "Lives" the player has. After he throws, if he can't have a new "leader's score," segment of the cricket symbol will turn off. If his score is higher than the "leader's score," then the e-BOARD Computer will announce LEADER and keep his score.

A leader can choose to proceed to challenge his own "leader's score" but he will also lose lives if his score is lower than the leader's score.

Option	0-7	0-8	0-9
No. of Lives	7	8	9

G19 Under (with options of U-7, U-8, U-9)

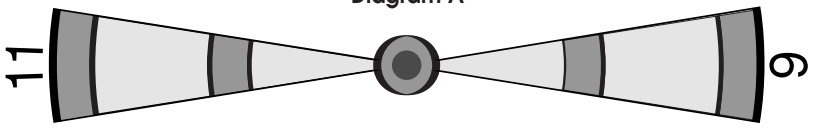
The rules follow exactly as Over except the "Leader's Score" is the lowest score for each turn. A missed dart should be counted as 60 by pressing the Triple 20 segment.

Option	U-7	U-8	U-9
No. of Lives	7	8	9

G20 Football

The player has to first select their playing field by throwing a dart at the dartboard. At this stage the e-BOARD Computer LED will display "CHOOSE A NUMBER." The player then throws a dart at the board to determine his number. Once a playing field is selected, you must start points from the double segment, then carry through the bull's-eye and then to the opposite segments in strict order. For example, if a player selects segment 11, they should hit D-11, outer S-11, T-11, inner S11, outer bull's-eye, inner bull's-eye, inner S-6, T-6, outer S-6 and finally D-6. The first player who finishes his playing field is the winner.

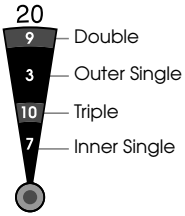
Diagram A



G21 Bowling (with options of 10b, 11b, 12b, 13b, 14b, 15b)

Accuracy is a must in this very challenging game. The Scrolling Screen displays "SELECT ALLEY" and each player selects his alley by throwing a dart at a segment and then use the 2nd and 3rd darts to score points (pins). Points are scored as follows:

Segments	Score
Double	9 Pins
Outer SIngle	3 Pins
Triple	10 Pins
Inner Single	7 Pins



Option	10b	11b	12b	13b	14b	15b
No. of Rounds	10	11	12	13	14	15

A player cannot hit the same single twice in the same frame. The second hit will be counted as zero (0). Therefore it would be more advisable for the player to hit an inner and outer single to score 10 pins (7 for inner single segment and 3 for outer single segment). Hitting a triple segment will result in a score of 20 pins while hitting a double twice will only result in 10 pins. Otherwise you will get only 9 pins if you hit the double with your 2nd dart and another segment with your 3rd dart.

The perfect game is 200/220/240/260/280/300 respectively for the options chosen. Players can select different options for playing this game (i.e. 10 rounds - 15 rounds).

G22 Golf (with options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

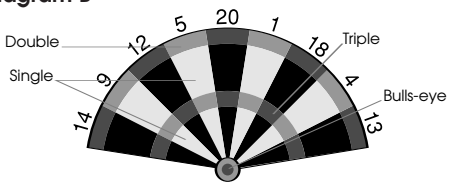
The segments 1-18 are used to represent the holes of a golf course. A player must make 3 hits in 1 segment before he can move to the next hole. A double or triple will count as 2 or 3 hits. This allows the player to finish the hole with fewer darts and a lower score. The e-BOARD Computer will count the strokes. The one who finishes the game first with the lowest score is the winner. The e-BOARD Computer will keep track, announce and display on the Cricket Displays the holes to be hit. Players can play 9 or 18 holes depending on the level of difficulty.

G23 Baseball (with options of b07, b08, b09)

A baseball field is laid out as shown in diagram B. A player throws 3 darts in each inning and the runs/bases are set as follows:

Segments	Result
Single	One Base
Double	Two Bases
Triple	Three Bases
Bull's-eye	Home Run

Diagram B



A home run can only be scored on the 3rd dart of each turn. The player with the most runs at the end of the game is the winner. The Cricket Displays will indicate a player's base and the run total by innings. Players can select 7, 8 or 9 innings in this game and compete at different levels.

G24 Car Racing (1)

In this game, the board becomes a racecourse. The first player who finishes the course is the winner. The course begins at the 20 segment and runs clockwise around the board to the 5 segment and ends with the bull's-eye. A valid hit on the course is the inner single. There are 4 obstacles throughout the course at the following segments; triple 13, triple 17, triple 8 and triple 5. The player must hit the triple in each of those segments to clear the obstacle.

G25 Car Racing (2)

This game is similar to Car Racing (1) but the track is different. The track starts at the 20 segment and runs clockwise around the board to the 5 segment and then ends exactly with a bull's-eye (Note: you need not hit the bull's-eye). If the car goes over the bull's-eye, the car needs to return backward the steps that it exceeds. Here is the difference. When a single segment is hit, the car moves a step clockwise. When a double segment is hit, the number of moves is 2 or 3 respectively. The car moves 5 steps back if segments 6, 7 or 12 are reached. The one who finishes first is the winner.

WARRANTY INFORMATION

90 Day Warranty on Solar Blast™ Dart Board

Manufacturer warrants to the original retail purchaser, this product to be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase.

Should this product become defective due to material or workmanship within the warranty period, contact our Customer Service Department. This warranty is not transferable and does not cover normal wear and tear, or damage caused by improper handling, installation or use of this product. This warranty is also void if product is in any way abused, damaged, or modified from its original state, or if used for other than indoor residential use. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

DO NOT RETURN TO STORE

For all returns and warranty coverage, please call:

GLD Products
1-800-225-7593

Please provide model number, serial number and/or part number when you call. Numbers can be found on outside of packaging.

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